

AUGUSTA RECREATION AND PARKS DEPARTMENT

2016 FOOTBALL RULES

A. AGE

Bantam League (9-10) – Must be 9 prior to October 1st. Age Control Date is August 1st.

Midget League (11-12) – Age control date is August 1st.

B. WEIGHTS

1. All players will be weighed at registration.

2. Bantam League Weight Limit: 60 pounds to 140 pounds at registration

Players in the Bantam League that weigh between 60 pounds and 120 pounds will be eligible to possess or carry the football. Players weighing over 120 pounds will only be able to play an offensive or defensive down lineman position (this excludes tight end). If a player weighing over 120 pounds receives the ball on a kickoff, punt return, fumble, or interception, the whistle will be blown immediately to stop the play. Players weighing over 120 pounds will have their helmets marked and wear a number between 90 – 99 to indicate that player is ineligible to possess or carry the football. A player's weight will be determined at their initial registration weigh-in and if the player weighs over 120 pounds at that time, the player will only be allowed to play a down lineman position for the entirety of the season. Players that are eligible to carry the football will not be allowed to wear a number between 90 – 99. **Coaches will not be allowed to request players from other teams be weighed before each game.**

3. Midget League Weight Limit: 70 pounds to 160 pounds at registration

Players in the Midget League that weigh between 70 pounds and 140 pounds will be eligible to possess or carry the football. Players weighing over 140 pounds will only be able to play an offensive or defensive down lineman position (this excludes tight end). If a player weighing over 140 pounds receives the ball on a kickoff, punt return, fumble, or interception, the whistle will be blown immediately to stop the play. Players weighing over 140 pounds will have their helmets marked and wear a number between 90 – 99 to indicate that player is ineligible to possess or carry the football. A player's weight will be determined at their initial registration weigh-in and if the player weighs over 140 pounds at that time, the player will only be allowed to play a down lineman position for the entirety of the season. Players that are eligible to carry the football will not be allowed to wear a number between 90 – 99. **Coaches will not be allowed to request players from other teams be weighed before each game.**

4. All participants will be weighed prior to any post season game their team participates in. If at this weigh in, a player makes the weight to possess the football, that player will be allowed to carry the football. If a player is over the weight to carry the football but below the maximum weight for the age group, that player will play a down lineman position in the playoffs. If a player is over the maximum weight, that player will be ineligible to play.

5. The Recreation Department reserves the right to weigh any participant at any time in the best interest of the program.

C. UNIFORMS AND EQUIPMENT

1. All football uniforms and equipment will be furnished by the Recreation Department and must be worn in all games and practices. The Recreation Department must approve personal equipment. **RUBBER MOLDED CLEATS ONLY, NO METAL CLEATS OR SCREW IN CLEATS ALLOWED.**

2. Equipment to be repaired or returned after initial issue will be done Monday through Thursday before 5:00 p.m. at the athletic office. Please call in advance and extra equipment can be brought to the playing fields on the night of your game.

3. Lost equipment will be paid for at the following cost:
Pants - \$20.00
Jerseys - \$15.00
Shoulder Pads - \$30.00
Helmets - \$60.00
4. All players must wear mouth protectors during ALL GAMES AND PRACTICES. Any player found not wearing mouth protection will be removed from the play and the team will be penalized 5 yards. THIS INCLUDES THE QUARTERBACK! Mouthpieces are required on all plays.
5. Helmet decals must be approved by the Recreation Department before being placed on the helmets. Striping tape may be used as long as it will peel off. Painting the helmets is not allowed, as it will void the warranty.
6. All footballs will be provided by the recreation department. No personal footballs will be allowed for game use.

D. INSURANCE

1. All players must be covered by private or county insurance. If you don't have private insurance, you must purchase it from the Recreation Department's insurance carrier.
2. All injuries requiring insurance claims must be reported to the Recreation Department before they can resume play or practice.

E. LENGTH OF GAMES

The games will consist of two (2) twenty-five (25) minute halves. The clock will be a running clock the first twenty-three (23) minutes of each half. It will only stop on time-outs and injuries. The last two (2) minutes of each half, the clock will stop according to all Georgia High School Regulations. Halftime will be ten (10) minutes. Time-outs will be one (1) minute. The clock will stop when a touchdown is scored and will start back with the kick-off.

F. SUBSTITUTIONS

Each player dressed out must play at least five (5) plays per half excluding point after touchdowns, punts, and field goals. Recreation staff officials will see that this rule is carried out. The object of the Recreation program is to promote maximum participation. Any coach who fails to promote this objective will be warned and could be asked to leave the program.

G. SPECIAL KICKING RULE

PUNTS

1. Punts in Bantam and Midget Leagues may be tried with no rush from the defense and a 5 second time form the snap. The punting team may not move downfield until the ball is punted. The receiving team must put 7 players on the line of scrimmage. These 7 players may not release and move down the field until the ball is punted. Punts must be declared and there can be no fake attempts.
2. Players do not have to be on knees.

FIELD GOALS

Field goals may be tried with no rush from the defense and a 5-second time from the snap. All unsuccessful attempts outside the twenty will be brought back to the original line of scrimmage. Attempts inside the twenty will return to the twenty. THIS MUST BE DECLARED AND THERE CAN BE NO FAKE ATTEMPTS.

EXTRA POINT

On the point after touchdown, to encourage place kicking, there will be no rush by the defense. Offense will have 5 seconds from the snap to attempt the kick. Successful kicks will count 2 points. A run or pass will count as 1 point. Officials will terminate the attempted kick after 5 seconds. There can be no fake attempts from the kicking formation after the official has been notified of the kick. The defensive team must be on one knee on a kick attempt.

NOTE: Harassment by the defensive team could result in the following options:

1. The kick attempt being attempted again if unsuccessful.
2. Five (5) yard penalty.
3. Accepting the play, if successful

Players may not raise or wave their hands above their head or jump around trying to confuse the kicker.

H. PENALTIES

1. Minor penalties 5 yards.
2. Major penalties 10 yards.
3. Sideline Infraction will result in a warning for the first one for each team. Each occurrence after the first will result in a ten (10) yard penalty.

I. TIME OUTS

1. Each team will be allowed three (3) time-outs per half. Injury time-outs will be charged to the officials but there will be no conferences between players and coaches. Injured players must be removed for a minimum of one play.
2. During a charged time-out, head coach only may confer with the officials.
3. During a charged time-out, one coach may go onto the field to assist his/her team in all leagues.

J. Over-Time

The ball will be placed on the ten (10) yard line and each team will have a chance to score. The order will be determined by a coin toss. If the game remains tied after the first overtime, the team that had the first possession in the first overtime will be on defense first for the second overtime and will alternate each additional overtime. Starting with the third overtime, each team must attempt a kick for the extra point.

K. Division Tie-Breakers

1. The first tie breaker between two teams will be head to head record. (The team with the most wins against the other team they are tied with will be the division champion or the division runner-up). If three teams are tied for first place, head to head competition will be the first tie-breaker. If all three teams have equal records against those they are tied with, numbers 1, 2, and 3 will be drawn. The team drawing number one will receive a bye and teams drawing numbers 2 and 3 will play each other. The winner of that game will play the team that drew number 1 for the division championship with the loser of the second game finishing in second place in the division.

L. Policies

1. With the exception of the Recreation and Parks Department rules and policies, all games shall be played under the Georgia High School rules.
2. Any discrepancy found between the Georgia High School rulebook and the Recreation Department rules will be resolved by the Recreation Department with that decision being final.
3. Practice sessions are limited to one hour and a half from scheduled starting time. (Water breaks are mandatory every thirty (30) minutes)
4. All teams must finish practice no later than 8:00 p.m.
5. Saturday practices will be allowed but not recommended. Saturday practices cannot be mandatory. NO SUNDAY PRACTICES! No more than four (4) practices are allowed a week.
6. Players who miss practice without valid excuse cannot expect to play as much as players who attend all practices. Any player missing two consecutive practices and/or games must be reported to the Recreation Department and if not properly excused, could result in being dismissed from the team. If a player has to miss practice, it is their responsibility to notify the coach. It is also the coach's responsibility to call the player and inquire about the absence.
7. In case of disciplinary problems, it is the coach's responsibility to notify the Recreation Department.
8. No coach may penalize, discipline or dismiss players from the team without first reporting problems to the Recreation Department and without permission of the Athletic Coordinator in your district.
9. Coaches are not allowed to physically touch players for disciplinary reasons at any time. Violation of this could result in dismissal of the coach.
10. Foul language of any kind could result in either being suspended from coaching or in the case of a spectator may be asked to leave the playing area for the remainder of the ball game.
11. NO TOBACCO PRODUCTS ALLOWED ON THE PLAYING FIELD OR SIDELINES.
12. All head and neck exercises are considered dangerous and could result in damage to the participant. These exercises are strictly prohibited and could result in suspension of the coach.
13. There shall be on one-on-one or two-on-two tackling at more than 3 feet apart in practice before any game.
14. Only the head coach, three assistant coaches, players, cheerleaders and Department Personnel will be allowed inside the roped off area.
15. The home team will sit on the infield side of the playing area.
16. Coaches and players on the sidelines must stay between the 30 yard lines. First sideline infraction will be a warning with each one thereafter a ten (10) yard penalty.
17. Ejected coaches and players will sit out the remainder of the game they were ejected in as well as their teams next game.
18. Any coach that pulls their team off of the field unapproved by the Recreation Department will be suspended for the teams next game. The team will forfeit the game in which the coach pulls the team off of the field.
19. The Recreation Department reserves the right to alter the above written rules and regulations in order to best serve the interest of the overall program.

M. SPECIAL RULES

1. Head coach is entitled to have his own son automatically.
2. Head coach is allowed three (3) assistant coaches during the season but may only designate one (1) for player selection purposes.
3. The designated assistant must be approved before team selection.
4. Designated coaches must regularly attend all practices and games.
5. All coaches must fill out coach's application and background check application and be approved before being allowed to coach.

6. Coaches can have returning players provided the participant made it known at registration time and is in the same age and weight category.
7. All other players shall be selected by a blind draw from the player pool. (Player selection process available upon request)
8. Players moving up to a new age group automatically go into the player pool.
9. Weather related policy: If rain becomes too heavy or the playing field becomes unplayable, games will be cancelled. In the case of lightning, if the lightning detectors at each site detect lightning, we will delay games until at least 30 minutes after the last lightning strike. All participants and spectators must leave the playing area.

NOTE: EACH COACH IS RESPONSIBLE FOR COVERING THESE RULES WITH THEIR PLAYERS

The Recreation Department reserves the right to act upon any matter not covered in any rules not printed.

The Recreation Department has the authority to remove any coach, player, or spectator at any time for breaking rules or regulations.

N. BLOOD RULE

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left up to the umpire's judgment. Uniform rule violations will not be enforced if a change is required. The umpire shall:

1. Stop the game and allow treatment if the injured player would affect the continuation of the game.
2. Immediately call a coach, trainer or other authorized person to the injured player.
3. Apply the rules of the game regarding substitutions, short hand rule and re-entry if necessary.

O. PARTICIPATION POLICY

All athletic programs for youth offered through the Augusta Recreation Department are governed by a Participation Policy which states all team members must be allowed to actively participate a designated amount of time each game. Parents who experience problems with coaches not abiding by this policy are asked to notify the Recreation Department.

P. SPECIAL REQUEST

Special request for league changes will be considered and ruled on by the Recreation Department prior to the start of each sport. Any questions about the program should be directed to the Athletic Coordinator in your area.

Q. SCHOOL PARTICIPATION POLICY

Anyone who made a school football team and practiced with or played in a game with a school team is ineligible to participate in the Augusta Recreation, Parks and Facilities football program. This includes someone that dressed out for a game but did not get to play. If someone tried out for a school team but did not make the team, they are permitted to play in the Augusta Recreation, Parks and Facilities football program.

ATHLETIC COORDINATORS

West Augusta

Tammy Branham 706-821-2800
Ken Warner 706-821-2801

South Augusta

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Wayne Ivey 706-796-5047
Josh Kornaus 706-796-5047

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Bo Harrison 706-724-0505

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